CLAIMS

What is claimed is:

1.   An image simulation method for mapping a texture to a specified face of a three-dimensional image shown on a display, comprising the steps of

establishing a target face to which a texture will be mapped;

determining initial values of a drawing start point for drawing the texture and number of drawing iterations for the texture to be mapped to the face;

drawing the target face with a texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations;

drawing a wireframe dividing the texture mapped to the target face on the display in accordance with the drawing start point and the number of drawing iterations; and

in case movement of the wireframe is requested by dragging the wireframe, moving the wireframe by changing the drawing start point in accordance with the amount of movement of the dragging.

2.   The image simulation method according to claim 1, further comprising the step of setting three axes that will be orthogonal to one another in a three-dimensional space on the three-dimensional image,

wherein the step of establishing a target face establishes the target face using a face defined by the three axes.

3.   The image simulation method according to claim 2, wherein the step of determining a drawing start point identifies, among the sides of the target face, a

side that is most parallel with any one side of faces defined by the three axes and determines the drawing start point based on the identified side.

4.   The image simulation method according to claim 2, wherein the step of determining number of drawing iterations sets the length of a side of the faces defined by the three axes and determines the number of drawing iterations from the length of the side and the size of the texture.

5.   An image simulation method for mapping a texture to a specified face of a three-dimensional image shown on a display, comprising the steps of

establishing a target face to which a texture will be mapped;

determining initial values of a drawing start point for drawing the texture and number of drawing iterations for the texture to be mapped to the face;

drawing the target face with the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations;

drawing a wireframe dividing the texture mapped to the target face on the display in accordance with the drawing start point and the number of drawing iterations; and

in case change of the number of lines of the wireframe is requested by dragging the wireframe, changing the number of lines of the wireframe by changing the number of drawing iterations in accordance with the amount of movement of the dragging.

6.   The image simulation method according to claim 5, further comprising the step of establishing three axes that will be orthogonal to one another in a three-dimensional space on the three-dimensional image,

wherein the processing of establishing a target face establishes the target face using a face defined by the three axes.

7.   The image simulation method according to claim 6, wherein the step of determining a drawing start point identifies, among the sides of the target face, a side that is most parallel with any one side of faces defined by the three axes and determines the initial value of the drawing start point based on the identified side.

8.   The image simulation method according to claim 6, wherein the step of determining number of drawing iterations sets the length of a side of the faces defined by the three axes and determines the initial value of the number of drawing iterations from the length of the side and the size of the texture.

9.   An image simulation method for mapping a texture to a specified face of a three-dimensional image shown on a display, comprising the steps of

establishing a target face to which a texture will be mapped;

determining initial values of a drawing start point for drawing the texture and number of drawing iterations for the texture to be mapped to the face;

drawing the target face with the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations;

drawing a wireframe dividing the texture mapped to the target face on the display in accordance with the drawing start point and the number of drawing iterations;

in case movement of the wireframe is requested by dragging the wireframe, moving the wireframe by changing the drawing start point in accordance with the amount of movement of the dragging; and

in case change of the number of lines of the wireframe is requested by dragging the wireframe, changing the number of lines of the wireframe by changing the number of drawing iterations in accordance with the amount of movement of the dragging.

10.   The image simulation method according to claim 9, further comprising the step of establishing three axes that will be orthogonal to one another in a three-dimensional space on the three-dimensional image,

wherein the processing of establishing a target face establishes the target face using a face defined by the three axes.

11.   The image simulation method according to claim 10, wherein the step of determining a drawing start point identifies, among the sides of the target face, a side that is most parallel with any one side of faces defined by the three axes and determines the drawing start point based on the identified side.

12.   The image simulation method according to claim 10, wherein the step of determining number of drawing iterations sets the length of a side of the faces

defined by the three axes and determines the initial value of the number of drawing iterations from the length of the side and the size of the texture.

13. An image simulation apparatus for mapping a texture to a specified face of a three-dimensional image shown on a display, comprising:

means for establishing a target face to which a texture will be mapped;

means for determining initial values of a drawing start point for drawing the texture and number of drawing iterations for the texture to be mapped to the target face;

means for drawing the target face with the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations;

means for drawing a wireframe dividing the texture mapped to the target face on the display in accordance with the drawing start point and the number of drawing iterations; and

means for, in case movement of the wireframe is requested by dragging the wireframe, moving the wireframe by changing the drawing start point in accordance with the amount of movement of the dragging.

14. An image simulation apparatus for mapping a texture to a specified face of a three-dimensional image shown on a display, comprising:

means for establishing a target face to which a texture will be mapped;

means for determining initial values of a drawing start point for drawing the texture and number of drawing iterations for the texture to be mapped to the face;

means for drawing the target face with the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations;

means for drawing a wireframe dividing the texture mapped to the target face on the display in accordance with the drawing start point and the number of drawing iterations; and

means for, in case change of the number of lines of the wireframe is requested by dragging the wireframe, changing the number of lines of the wireframe by changing the number of drawing iterations in accordance with the amount of movement of the dragging.

15.   An image simulation apparatus for mapping a texture to a specified face of a three-dimensional image shown on a display, comprising:

means for establishing a target face to which a texture will be mapped;

means for determining initial values of a drawing start point for drawing the texture and number of drawing iterations for the texture to be mapped to the face;

means for drawing the target face with the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations;

means for drawing a wireframe dividing the texture mapped to the target face on the display in accordance with the drawing start point and the number of drawing iterations;

means for, in case movement of the wireframe is requested by dragging the wireframe, moving the wireframe by changing the drawing start point in accordance with the amount of movement of the dragging; and

means for, in case change of the number of lines of the wireframe is requested by dragging the wireframe, changing the number of lines of the wireframe by changing the number of drawing iterations in accordance with the amount of movement of the dragging.

16.   An image simulation program for performing processing of mapping a texture to a specified face of a three-dimensional image shown on a display, causing a computer to execute processing of

establishing a target face to which a texture will be mapped;

determining initial values of a drawing start point for drawing the texture and number of drawing iterations for the texture to be mapped to the target face;

drawing the target face with the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations;

drawing a wireframe dividing the texture mapped to the target face on the display in accordance with the drawing start point and the number of drawing iterations; and

in case movement of the wireframe is requested by dragging the wireframe, moving the wireframe by changing the drawing start point in accordance with the amount of movement of the dragging.

17.   An image simulation program for performing processing of mapping a texture to a specified face of a three-dimensional image shown on a display, causing a computer to execute processing of

establishing a target face to which a texture will be mapped;

determining initial values of a drawing start point for drawing the texture and number of drawing iterations for the texture to be mapped to the face;

drawing the target face with the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations;

drawing a wireframe dividing the texture mapped to the target face on the display in accordance with the drawing start point and the number of drawing iterations; and

in case change of the number of lines of the wireframe is requested by dragging the wireframe, changing the number of lines of the wireframe by changing the number of drawing iterations in accordance with the amount of movement of the dragging.

18.   An image simulation program for performing processing of mapping a texture to a specified face of a three-dimensional image shown on a display, causing a computer to execute processing of

establishing a target face to which a texture will be mapped;

determining initial values of a drawing start point for drawing the texture and number of drawing iterations for the texture to be mapped to the face;

drawing the target face with the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations;

drawing a wireframe dividing the texture mapped to the target face on the display in accordance with the drawing start point and the number of drawing iterations;

in case movement of the wireframe is requested by dragging the wireframe, moving the wireframe by changing the drawing start point in accordance with the amount of movement of the dragging; and

in case change of the number of lines of the wireframe is requested by dragging the wireframe, changing the number of lines of the wireframe by changing the number of drawing iterations in accordance with the amount of movement of the dragging.